

ATARI GRADE BOOK



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ATARI GRADE BOOK
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1 INTRODUCTION

OVERVIEW

The ATARI GRADE BOOK PROGRAM will keep a cumulative file of student's test scores along with your comments for each student. It supports up to 7 subjects and will display or print total points and averages for each subject and each student as well as your class totals and averages for each subject and overall. Menu selections allow you to enter Subjects, Names, and Test Scores then Display, Print, or Delete any records. Finally you may save your updated files for later recall and additions. GRADE BOOK works equally well for cassette or diskette systems. The number of students supported is limited only by memory available and the number of subjects used for each student. (The program uses only 7K)

MINIMUM RAM REQUIREMENTS

Based on approximately 35 students with 7 subjects each.

24K RAM for cassette version
32K RAM for diskette version
ATARI BASIC Language Cartridge

2 GETTING STARTED

LOADING THE PROGRAM

IF YOU HAVE THE CASSETTE VERSION OF GRADE BOOK:

1. Insert the master cassette in the program recorder, press REWIND, and then press PLAY.
2. Type CLOAD and press RETURN twice.
3. After the program loads into RAM (about 3 minutes), you'll see the READY prompt. Type RUN and press RETURN. The GRADE BOOK menu will now appear on your video screen.
4. Rewind your master cassette and put it away. Insert a new blank cassette in the program recorder and press REWIND. You will use your blank cassette to save an updated version of the GRADE BOOK program which includes your students records.

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IF YOU HAVE THE DISKETTE VERSION OF GRADE BOOK:

1. Turn on your disk drive and insert the GRADE BOOK MASTER DISK.
2. Power up your computer and turn on your video screen.
3. An Autorun program will present you with a menu of programs on the disk.
4. If this is the first time you are using GRADE BOOK, it is advisable that you prepare a disk of your own on which to store your student's records. In this way your GRADE BOOK master diskette will remain intact and may be put away for use again to create different files for other classes.

----- FOLLOW THESE STEPS -----

- a. Press 'I' and RETURN to load the DOS (Disk Operating System).
- b. When the DOS menu appears on your screen and the busy light on your disk drive goes out, remove the GRADE BOOK master disk from your disk drive and insert a new blank diskette.
- c. You now want to format this new diskette. Type 'I' and RETURN. Type 'I' and RETURN in response to "WHICH DRIVE TO FORMAT?". Type 'Y' and RETURN in response to "TYPE 'Y' TO FORMAT DISK 1".
- d. Your drive will operate for several seconds as it prepares this new diskette.
- e. You now want to copy your GRADE BOOK master diskette programs to your newly formatted diskette. Insert the GRADE BOOK master diskette into your disk drive and type 'J' and RETURN. TYPE 'I,I' and RETURN in response to "DUP DISK-SOURCE,DEST DRIVES?". With your GRADE BOOK master diskette in your disk drive, press RETURN in response to "INSERT SOURCE DISK, TYPE RETURN". After your disk drive stops, the screen will now say "INSERT DESTINATION DISK, TYPE RETURN". Remove the GRADE BOOK master diskette and insert your newly formatted blank diskette and press RETURN. After your disk drive stops, your screen should say "SELECT ITEM OR RETURN FOR MENU". If you have less than 48K the screen may again say "INSERT SOURCE DISK,TYPE RETURN". Follow the screen prompts as you did above until it displays "SELECT ITEM OR RETURN FOR MENU".
- f. Press SYSTEM RESET and your disk will start up again and present you with the the list of programs on your new disk.
- g. This time press '2' and RETURN to load and run the GRADBOOK program. The GRADE BOOK menu will now appear on your video screen.

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THE FIRST DISPLAY SCREEN

GRADE BOOK

- 1 - ENTER SUBJECTS
- 2 - ENTER NEW NAMES
- 3 - DELETE NAMES
- 4 - ADD TEST SCORES
- 5 - DISPLAY SCORES
- 0 - SAVE UPDATE-END

WHICH?

FREE MEM=XXXXX

If the GRADE BOOK program has loaded correctly, your menu selections will appear as above. The FREE MEM will indicate how much memory you have initially. If the number is greater than 16000 you should be able to keep records for approximately 35 students with 7 subjects. This number will decrease as you enter subjects and names. If FREE MEM goes below 1000 you should stop entering new students as you may lose the added information.

3 MENU SELECTIONS

1 - ENTER SUBJECTS

Use this selection to enter the names of the subjects for your class. You are limited to 7 subjects. For grammar school you may want to enter subjects such as SPELLING, MATH, HISTORY, etc. If you teach multiple classes of the same subject you may choose to enter only one subject name and therefore have memory available for more than 35 students. You might prefer to enter the category names on which student's grades are based - i.e. TESTS, HOMEWORK, PROJECTS, or PAPERS.

THE SCREEN DISPLAY WILL BE AS FOLLOWS:

There are currently 0 subjects
Limit Subject Name to 10 Characters!

ENTER NAME OF SUBJECT #1
Type 'STOP' to return to menu
?-----?
?

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WHAT HAPPENS:

- You type the subject title and press RETURN.
- The screen goes blank for a few seconds while this is written into your program.
- The prompt returns with a list of subjects at the top of the screen.
- You type in the next subject name and the process repeats until you have entered all of your subjects.
- You type 'STOP' and RETURN when you are finished to return to the menu.

2 - ENTER NEW NAMES

Use this selection to enter student's names. You are limited to 30 characters for each name.

THE SCREEN DISPLAY WILL BE AS FOLLOWS:

There are 0 students in your file

ENTER NAME OF STUDENT #1

Type 'STOP' to return to menu

WHAT HAPPENS:

- You type in the student's name and press RETURN.
- The screen goes blank while the name is written into your program.
- The prompt returns showing how many students in your file and is ready for you to type in the next student's name.
- Type 'STOP' to return to the menu when you are through entering names.

3 - DELETE NAMES

Use this selection to DELETE one student's name and record from your file.

THE SCREEN DISPLAY WILL BE AS FOLLOWS:

DELETE NAMES

OPTION - To Return to Menu
SELECT - To Select Student
START - To Continue Student List

(first name in list appears here)

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WHAT HAPPENS:

- If you press the OPTION key, you will be returned to the main menu.
- If you press the START key, then the name of the next student in the list will be displayed.
- When you press the SELECT key to choose the student being displayed then that student's scores will be displayed on your screen.
- Press 'Y' and RETURN if this is the student record you wish to delete or just press RETURN and that student will NOT be deleted. You will then be returned to the main menu in either case.
- If you press START after the last name in your list has been displayed, the screen will show "END OF FILE" and ask you to "PRESS 'RETURN' FOR MENU".

4 - ADD TEST SCORES

Use this selection to enter student's scores.

THE SCREEN DISPLAY WILL BE AS FOLLOWS:

ADD TEST SCORES

OPTION - To Return to Menu
SELECT - To Select Student
START - To Continue Student List

(first name in list appears here)
=====

WHAT HAPPENS:

- Continue to press the START key until the name appears for the student you wish to update, then press the SELECT key.

THE SCREEN NOW DISPLAYS:

ENTER # OF SUBJECT FOR UPDATE
Type '0' when finished
1 - (subject #1)
2 - (subject #2)
.
.
.
8 - comment

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WHAT HAPPENS:

- Type the number and press RETURN for the subject you wish to update.
- The current score and average is displayed for that subject.
- You are asked to "ENTER NEW TEST SCORE". Do so by typing in the score and pressing RETURN and the updated score will be displayed.
- You must now verify this update by typing 'Y' and RETURN or you may just press RETURN if your entry was in error
- You will now be allowed to add more scores for this same student by repeating the steps above.
- If you type '8' as your subject choice you may type in any comments on this student. (ie. ABSENTS, TARDYS, TESTS MISSED ...) Comments may be up to a maximum of two lines on your screen.
- If you type '0' in response to "ENTER # OF SUBJECT FOR UPDATE", the name of the next student in your list will be displayed and you will be given the OPTION/SELECT / START choices as above.
- If you press START after the last name in your list has been displayed, the screen will show "END OF FILE" and ask you to "PRESS 'RETURN' FOR MENU."

5 - DISPLAY SCORES

Use this menu selection to display and print individual student scores and averages or class total scores and averages.

THE SCREEN DISPLAY WILL BE AS FOLLOWS:

DISPLAY SCORES

OPTION - To Return to Menu
SELECT - To Select Student
START - To Continue Student List

CLASS TOTALS

WHAT HAPPENS:

- Press the SELECT key if you wish to display TOTAL CLASS averages. The screen will go blank for several seconds while records are being read and totaled (a noticeable delay).
- Or continue to press the START key until the name appears for the student you wish to display, then press the SELECT key.
- The screen will then display the student's record as in this sample:

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(STUDENT'S NAME)

ENGLISH	436	TESTS 5	AVG 87
HISTORY	276	TESTS 3	AVG 92
MATH	335	TESTS 4	AVG 84
MUSIC	96	TESTS 1	AVG 96
PHYS.ED	181	TESTS 2	AVG 91

OVERALL AVG=88

No Tardys, 1 day Absent, missing 2 homework assignments -MATH, participates well in class

RETURN to cont./'P'-RETURN to print?

- Pressing RETURN will display the name of the next student in your list and give you the OPTION / SELECT / START choices as above.

- Typing 'P' and RETURN will give you a printed copy of this student's record identical to the one displayed.

- If you press START after the last name in your list has been displayed, the screen will show "END OF FILE" and ask you to "PRESS 'RETURN' FOR MENU."

0 - SAVE UPDATE-END

Use this selection to SAVE the information you have added to tape or disk. Even if no update is needed this is the proper way to exit the program.

THE SCREEN DISPLAY WILL BE AS FOLLOWS:

? ? ? ? ? - SAVE DATA - ? ? ? ? ?

IF YOU HAVE ADDED ANY NEW INFORMATION
YOU MUST SAVE THIS UPDATED VERSION
BACK TO DISK OR TAPE.

Type 'STOP' to return to menu
Type 'D'-RETURN to save to DISK
Type 'C'-RETURN to save to TAPE
Type 'O'-RETURN if no update needed

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WHAT HAPPENS:

- Type 'STOP' and RETURN or just press RETURN and you will be returned to the main menu.
- Type 'D' and RETURN and you will be prompted to "ENTER FILENAME FOR THIS UPDATE". Type any name you wish (maximum 8 characters) for your current version of GRADE BOOK. Type 'Y' and RETURN to SAVE this version to your disk (the disk that already has the program on it). You may continually use the same filename for your class records (i.e. ROOM12) and the newest updated version will simply replace the older one on your disk. However, if you prefer to keep any past entries intact, you might include a date code in the filename (i.e. GRAD221 to signify grades as of February 21st). In this way all versions will remain on your disk and may be recalled from the disk menu.
- Type 'C' and RETURN to save your updated version of GRADE BOOK to cassette tape (the tape that already has the program on it). Type 'Y' and RETURN when ready and then press PLAY and RECORD on the program recorder and press RETURN once more. It is advisable to use alternating sides of your cassette tape to SAVE your updated versions as opposed to saving over your last update. In this way should you encounter a load error which prevents you from retrieving your latest version, the previous version will still be intact.
- Type 'O' and RETURN if no update is needed. Memory will be cleared and the BASIC "READY" prompt will appear on your video screen.

4 CAUTIONS & COMMENTS

- The BREAK KEY has been disabled to prevent accidentally ending the program. The proper way to exit the program is through menu selection #0.
- The SYSTEM RESET KEY should not be used to stop the program as it will re-boot your system. On the disk version it will automatically re-load and display the GRADE BOOK disk menu of programs on your disk. On the cassette version it will simply clear your program from memory and display the BASIC "READY" prompt.
- After saving your updates to tape or disk the program is automatically returned to the main menu indicating a successful SAVE. Any errors in the SAVE routine will re-display the prompts for saving your update.
- You may enter additional subjects to your GRADE BOOK as you are making updates. However, after names have been entered into the program it will take somewhat longer to write the new subjects into the program. Initially it is faster to enter your subjects first and then enter the students names.

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